

# Bubble Age – Complete Walkthrough Guide

| Contents                                      |   |
|---|---|
| Bubble Age Game Introduction .....            | 2 |
| How to play the Game .....                    | 4 |
| Walkthrough for playing bubble age game ..... | 7 |

## Bubble Age Game Introduction

Bubble Age is a Facebook game from Qublix. Bubble Age is a decent, well-presented bubble shooter game. The game's aesthetic is themed around a family of cave people (in which the “husband” looks suitably prehistoric but the “wife” looks predictably curvy and attractive) who are aiming to rescue their lost son. Their journey takes them across various lands, with each stopping-off point carrying a bubble puzzle to solve. The Mother Kea loads bubbles to the sling. Father Bub fires them to clear the bubbles blocking their way. Daughter Kiku generally sleeps on hammock by the side but wakes up from time to time offering an extra ball for parents and some Dino pets also come out to help pass levels. This is a sketch of Bubble Age, a new match-3 puzzle game leading us to a bubble-shooting adventure.



If you have ever played any match-3 puzzlers, you will pick up the gaming mechanics immediately. Use the mouse to aim and click to fire balls, match 3 or more bubbles on the board to pop them, press space bar to swap two bubbles from the sling, bounce balls on walls to hit those otherwise out of reach, and complete a level by popping at least 10 bubbles in the top row. Pop and drop all the obstacles in your path with your trusty bubble sling and your Dino helpers.

## How to play the Game

As per usual for the genre, the aim of the game on each level is to clear a certain number of the top row of colored bubbles by matching those of identical color together. The player only has a limited number of bubbles with which to complete each level, but may purchase more with hard currency if they fail a level.

Bubble Age's core gameplay is almost identical to its numerous rivals such as Bubble Witch Saga, but it has a couple of mild twists on the formula. Firstly, the addition of "helper" options allows the player to either undo their last move or look up to the top of the level in exchange for hard currency.

Secondly, two items "charge up" over the course of the level as the player drops bubbles — the family baby occasionally wakes up and offers a "spare" randomly-chosen bubble for use at any time, and an acid-spitting plant is able to destroy bubbles that are in the way once it has been charged. The game monetizes in several ways. Firstly, the game's "lives" system allows players to continue playing for as long as they are completing levels, but failing reduces their stock by one. Lives restore over time, or they may be immediately replenished by spending real money. Optionally, the player may purchase unlimited lives for one week for \$20, or a single day for \$5. This is rather expensive compared to similar standalone puzzle games, but dedicated players who enjoy Bubble Age's distinctive aesthetic and solid gameplay may well be happy to pay this for play without interruptions. Free lives may also be earned

by watching ads. Secondly, the game also monetizes through the usual sales of soft and hard currency. Both are available in packages of up to \$200 at once, with this most expensive option being the one selected by default. It is not possible to exchange one type of currency for the other. Hard currency may also be earned through an offer wall that provides local deals to users. Social features include a leaderboard for each level, the facility to share achievements on one's Timeline, and a mildly obtrusive (but easily-dismissed) "Invite Friends" popup that appears between every three or four levels.

### **Pop Your Way with Your Trusty Bubble Sling in Bubble Age**







The player only has a limited number of bubbles with which to complete each level, but may purchase more with hard currency if they fail a level.

## Walkthrough for playing bubble age game

- Earn as many coins as possible by completing every goal of this game. You will have a journey across various lands, with each stopping-off point carrying a bubble puzzle to be solved in order to rescue the lost child in an inhospitable prehistoric world. So all you have to do is to match three or more bubbles of the same color to pop them at least 10 bubbles in the top row and overcome the obstacles then to call your Dino to help you complete bubble levels.



- In addition, unlocking boosters and helpers such as bombs, spiders' nests, ice bubbles, hatching, doom bubbles, locks and lots more will help you in the way of completing any obstacles in each level.

- If you are willing to spend some money in the game, you can also use Bucks (the hard currency) to get more powerful Boosters. There are various special bubble boosters available on every game, such as the Meteor Bubble to destroy every bubble in its path or the Paint type to tinge adjacent bubbles the same color as the bubble it hit. Besides, there are also Permanent Boosters unlocked at certain level but requiring purchase to use. Stone of Dino is your first Permanent Booster activated at Lv. 10, which costs 100 bucks to buy but brings the bonus of all your Dino helpers present from the starting of each level. Moreover, if you want to Undo the last action or Look-up the top of the level during play, you can do that any time by spending some bucks.
- On the other word, the main goal of each level is to clear a certain number of the top row of colored bubbles by matching those of identical color together. In doing so, you will have a limited number of bubbles with which to complete each level and you will also be helped by “helper” options that you can either undo your last move or look up to the top of the level in exchange for hard currency. As the player drops bubbles, two items “charge up” over the course of the level so that the family baby occasionally wakes up and offers a “spare” randomly-chosen bubble for use at any time. When being in this phase, an acid-spitting plant is able to destroy bubbles that are in the way once it has been charged.



- On the other side, the game's "lives" system will allow you to continue playing for as long as you are completing levels, but failing reduces their stock by one in that they will also restore over time.

Thus try using your lives wisely to complete bubble level in the right time

- Get lives as much as possible for free by watching ads. In order to get free lives, you can simply watch ads popping out through the game.

Meanwhile, the game will prompt you to earn hard currency which you can collect through an offer wall that provides local deals to users.

- Social features facility include a leader board for each level to share achievements on one's Timeline, and a mildly obtrusive "Invite Friends" popup that appears between every three or four levels.
- Get helper when trying to match the bubbles

As you drop as many bubbles as possible in a game, you will get three types of help under different conditions. When you drop certain bubbles, you will make the sleeping girl wake up so that you will get an additional bubble with random color, or charge up the Acid Plant which opens up and gives you an Acid Bubble that will drop any bubble.

As you drop as many bubbles as possible in a game, you can get three types of help under different conditions. When you drop certain bubbles, you wake up the sleeping girl who will hand you an additional bubble (with random color), or charge up the Acid Plant which opens up and gives you an Acid Bubble that will drop any bubble. Also, if you manage to consecutively drop bubbles, your Dino pets will show up to help scoring better points to fill up the star-rated meter.

- Moreover, if you manage to consecutively drop bubbles, the Dino pets will assist you to help scoring better points to fill up the star-rated meter.



- Because of getting helpers, you will be able to finish a level and unlock the next level whereby you will be one step closer to the final goal of getting back the lost son.
- Every level you have accomplished will give you some coins as a bonus reward that you can use to purchase power-ups to help clear the barriers.

Precision will extend the aim guide

Acid will get an acid bubble from the start

Extra will load 7 extra bubbles in your sling in each bubble level

- Levels will get harder to complete. Not only will the bubble arrangement becomes irregular and thorny, there will also appear some barriers on the board like the Wood Bubble that you can't match but drop it by popping all its adjacent bubbles. You may sail through the first 10 or so levels smoothly, but will gradually slow down due to failure. If you fail a level, you lose one life. If you use up the 5 free lives, you either wait for its regeneration or buy them for real money. As usual, you can also ask friends if you have in the game. And you also need to pass barriers at some nodes in the long path, if you don't want to pay the ticket.



If you look for innovation, Bubble Age provides little. If you are looking for fun, it offers a lot. The game looks pretty and designs its interface tightly around the back story and theme.